

Time Confetti Time Spent Wisely

Ali Solomon 3 Months

Miro | Figma | Google Suite | Lookback

The Challenge

In my research, I discovered that only 20% of my survey participants felt they had a healthy relationship with technology, an issue that I personally face as well. The challenge that Time Confetti aims to solve is to help our users track their habits and manage their time in a way that helps them meet their goals, whether it's picking up a new skill or reinforcing a healthy habit.

From young adults to retirees, Time Confetti can be used by anyone who feels like they need some help taking control of their time to promote a healthier lifestyle.



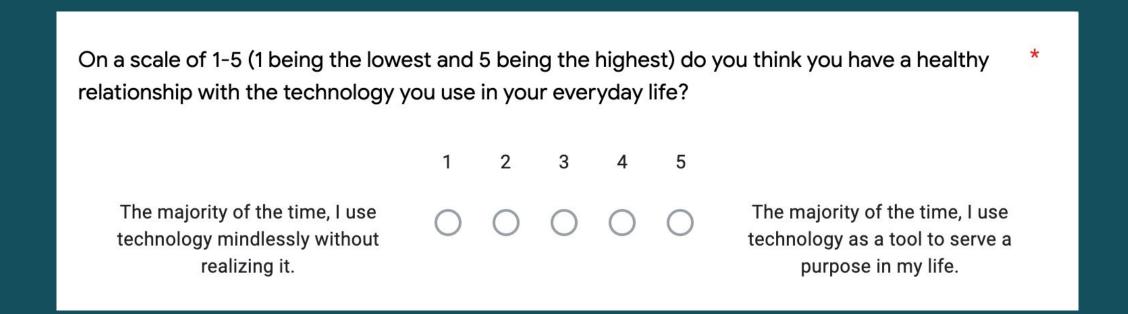
Discovery: Research & Analysis

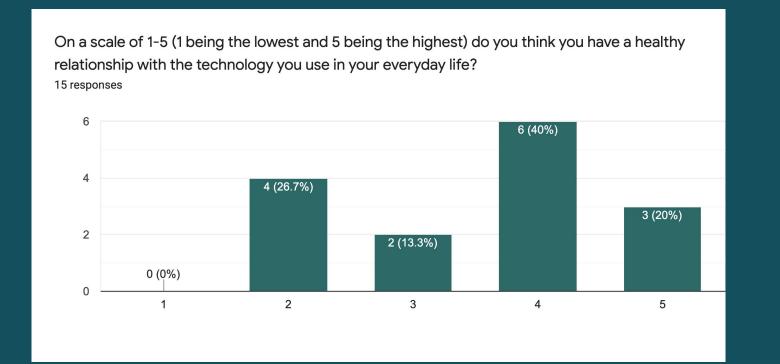
After completing a Research plan, my discovery process consisted of formulating a survey that measured how people are spending their time and in what quantities, and what tools they used to stay motivated and organized. I chose a survey format because it is easier to reach a wide audience and is entirely customizable.

Before I began designing, I surveyed 14 participants of various ages and stages of life and used Miro and Google Slides to synthesize and present the data in an impactful way using an Affinity Wall and clustering approach.

<u>Time Confetti Research Plan</u>

<u>Time Confetti Research Report</u>

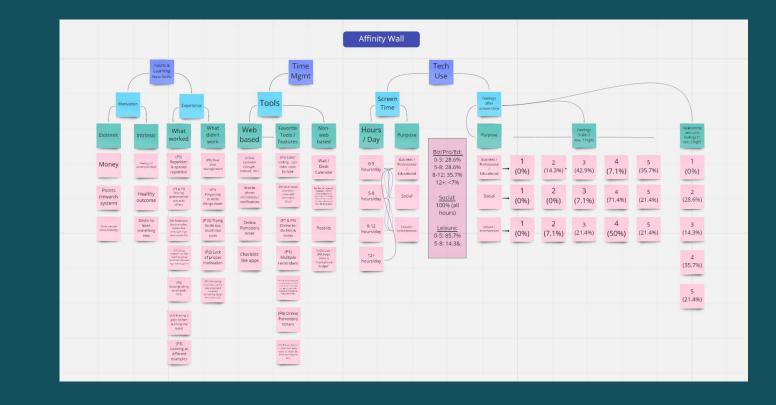




(P5) Not having the proper tool to stay organized (needed something visual, less technical)

Users:

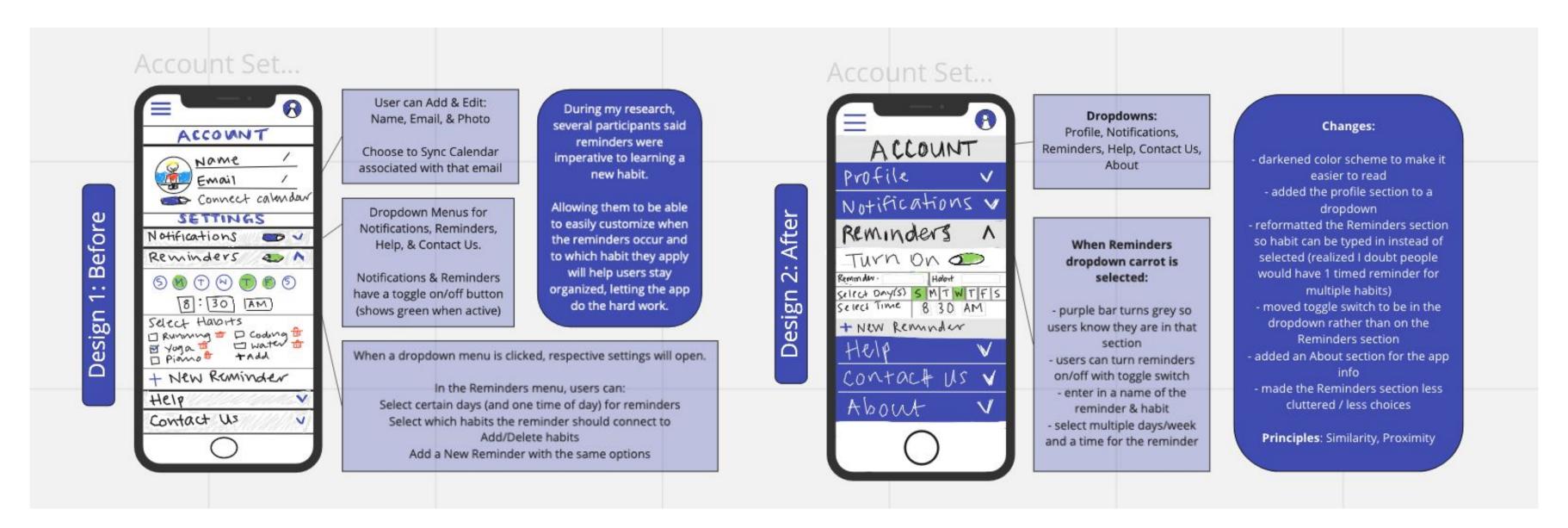
- busy people without a lot of free time
- people who want to form new habits
- people who have trouble staying organized / sticking with a new habit

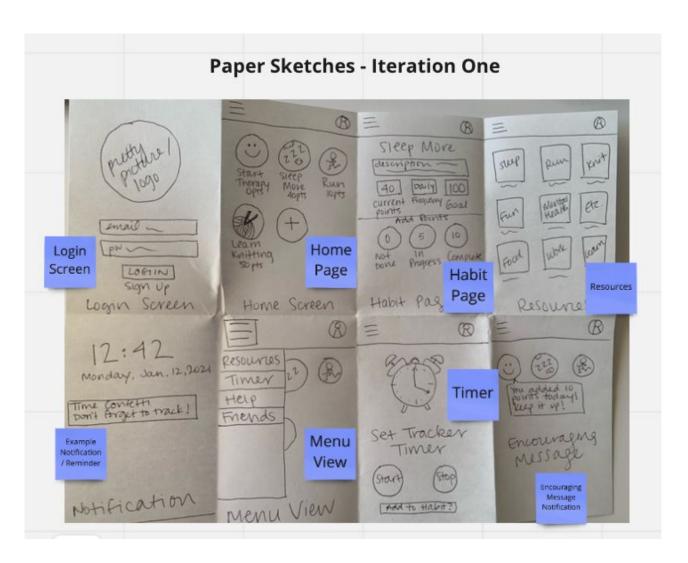


Design: Concepts & Sketching

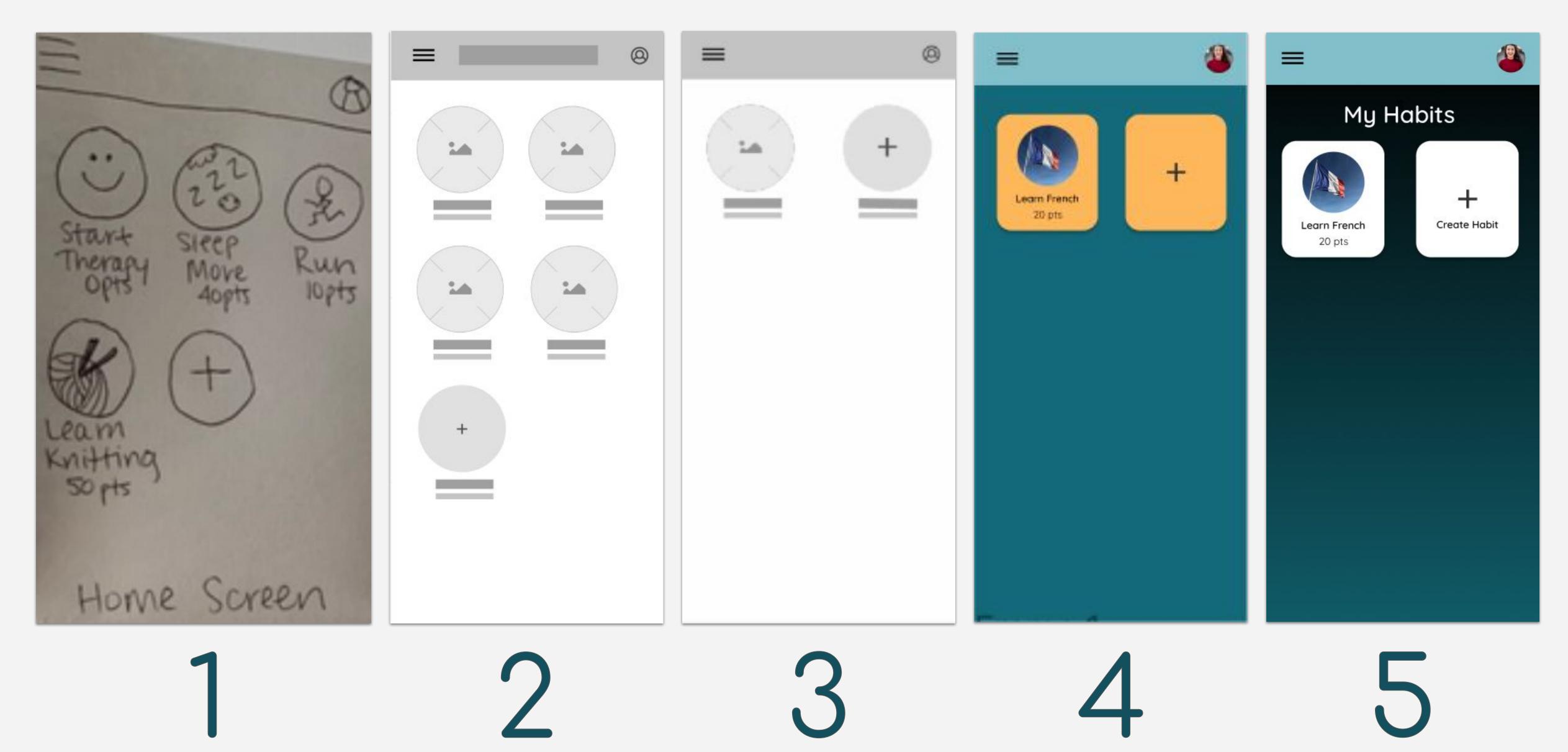
One of my key findings revealed that my participants found customizable reminders extremely useful, and initially I wanted to incorporate that functionality in my design of the Account Settings page (shown on the bottom left) and have my users test it out.

However, as I reviewed my data further and did a Feature Priority exercise, I scrapped that initial idea and began going through the "Figure 8" ideation process (shown on the bottom right) to come up with other ideas that would help me better convey the app's purpose and allow my users test out a core functionality of the app, rather than just updating a profile picture or using the settings. While the custom Reminders feature is important, I felt that using the Login screen and Creating A Habit would offer a more easily understood testing experience when users saw the app for the first time.





The Habit Homepage Evolution

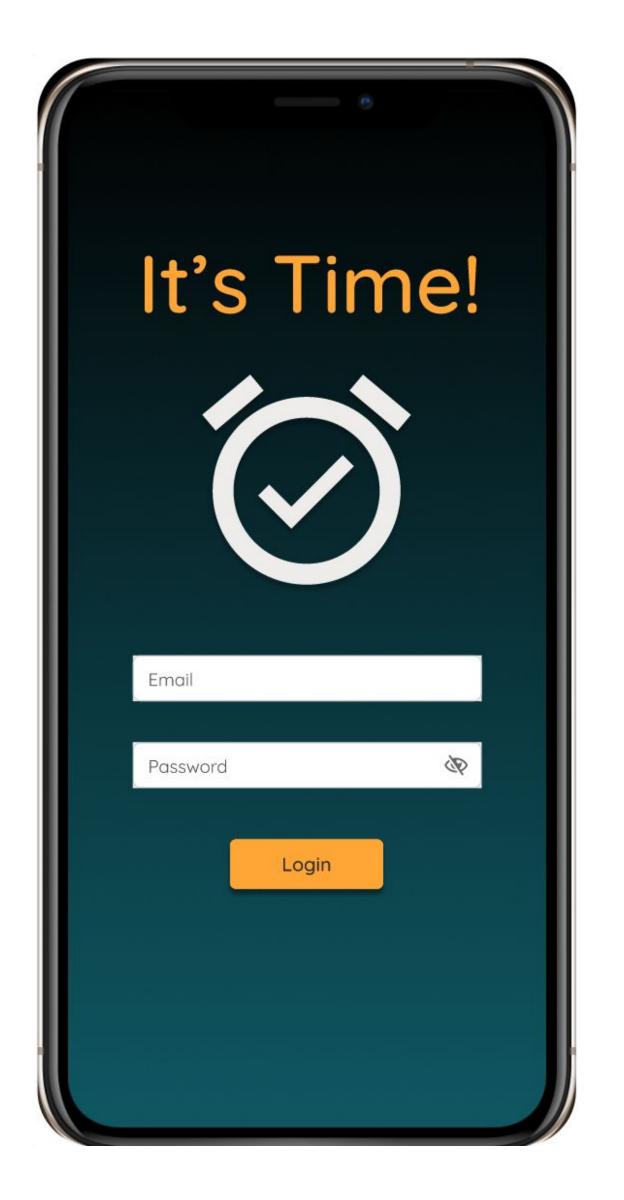


Develop: Prototyping

I used the tool Figma for my low- and high-fidelity prototyping. It was my first time using that tool and it was really cool to see the designs come to life, and I felt the tool was easy to use when iterations needed made.

Here are links to my high-fidelity prototypes so you can click through them for yourself:

<u>Time Confetti Version 1.0 Prototype</u> <u>Time Confetti Version 2.0 Prototype</u>



Test: Validation, Usability, Feedback

As I began prototyping, I used several methods to collect feedback from my participants:

- → Sharing the clickable prototypes with former survey participants in the low-, mid-, and high-fidelity phases
- → Developing Usability Guides for my initial discovery & low-fi testing
- → Using Lookback's software to capture usability tests for my final version

<u>Time Confetti - Lookback Usability Report</u>

Insight

Approximately 30% of testers were unsure of what to do at the end of the study and kept clicking around after the habit had been added and the test concluded

Change

Added a "Habit Submitted" modal / confirmation screen once their habit had been added

Insight

The Home Page wasn't entirely intuitive. There wasn't any information on the page itself indicating that was where the user's habits were stored

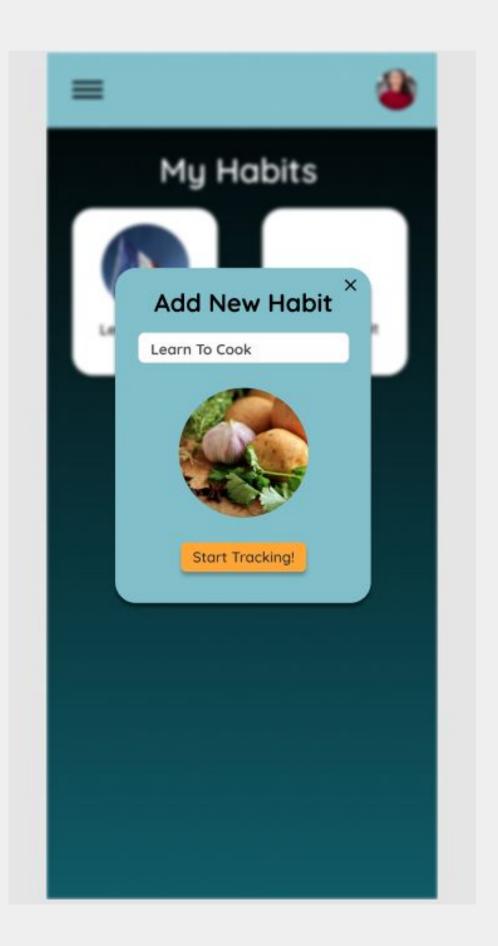
Change

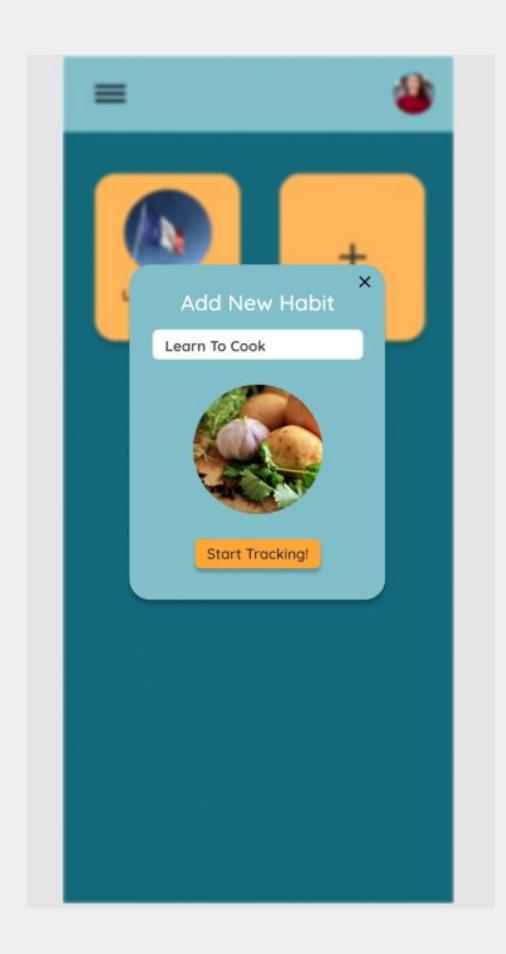
Added a "My Habits" title to the top of the Home Page

Design: Iteration

In addition to the user's feedback I received concerning usability and user flow for my first two designs, I made a point to make my final design more accessible so the major points of my app passed the AAA guidelines.. Some accessibility updates I made were:

- → Increased font size of Titles from 21 to 24
- → Double checked that all text on buttons and in fillable fields are size 14
- → Darkened the background and added a gradient
- → Changed the card color from orange to white
- → Bolded the "Add New Habit" title and changed the color to black from white





Version 2

Version 1

Solution & Impact Overview

My final solution is a high-fidelity clickable prototype that showcases my hard work and encapsulates all of the design principles and foundations I learned in my Udacity course:

- → User Principles
- → Research & Discovery Best Practices
- → How to write a Research Plan & synthesize data
- → Interviewing & Survey Tools
- → Mastering Miro boards and the power of feedback
- → Design Fundamentals
- → Mastering Figma
- → Gaining insight on relevant usability testing tools



About Me

I am an innovative, driven professional focused on creating great customer experiences in the tech industry through problem solving, critical thinking, and empathy. My diverse background in writing, web development, user experience, customer service and HR promotes a human-centric perspective and keeps inclusivity and collaboration at the forefront of the product lifecycle.

As a lifelong learner, I strive to improve myself personally and professionally, with skills ranging from HTML/CSS and UX Design to rock climbing and scuba diving. In my free time, I enjoy reading, yoga and volunteering with FreeCodeCamp.

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